TRIPLE ACTION™

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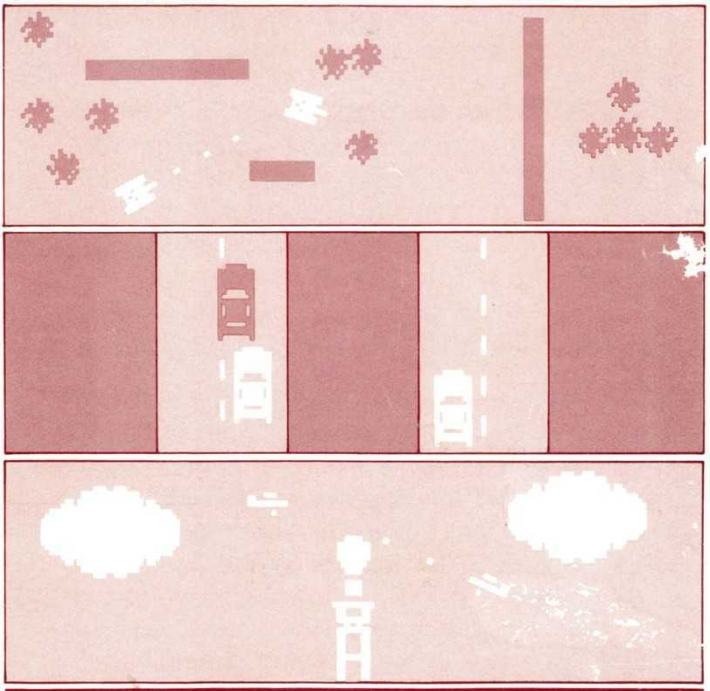
3760-4269

Sears TELE-GAMES® ELECTRONIC GAMES

CARTRIDGE INSTRUCTIONS

TRIPLE ACTION™

(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

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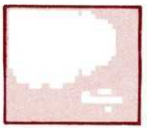
5403-0920

SEARS, ROEBUCK AND CO., Chicago, IL. 60684.

THREE FOR ALL...

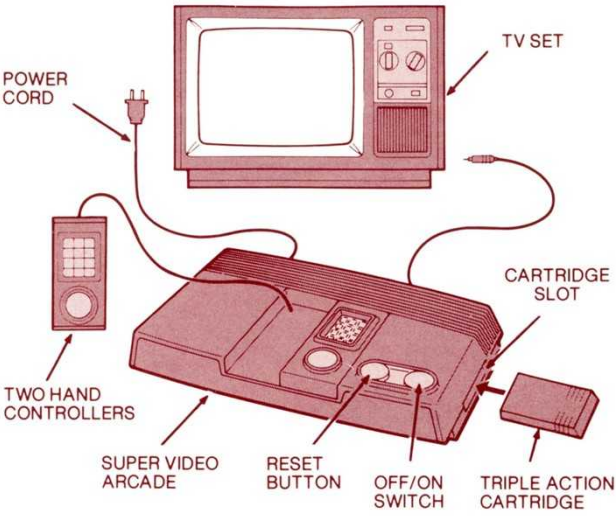
BATTLE TANKS Take command of a fast battle tank and stalk your enemy in deadly one-on-one combat. Use the walls for cover, as you move fast into firing position. But LOOK OUT! During the battle the shells can ricochet...suddenly it's like being in a shooting gallery — and you're *both* targets!

CAR RACING Take the wheel on a road full of crazies...you've got 100 "miles" to go. And it's not easy, as you steer around wrecks, get stuck behind a maddening crawler, cope with weaving road hogs! You can play this one alone and try to beat your best time — or compete side-by-side with a friend!



BIPLANES The Red Baron himself never had so many chances for glorious battle. Put on your goggles and get up in the sky — don't climb too fast, or you'll stall out and crash! When you get some altitude, you can level off and wait for the balloon to go up. Shoot it down! And watch out for the enemy plane...don't let him get you in his sights. Do some acrobatic flying — right into a cloud!

CHECK YOUR EQUIPMENT

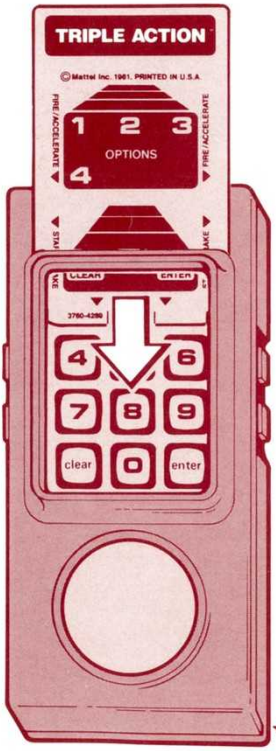


MAKE SURE:

- SUPER VIDEO ARCADE is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- TRIPLE ACTION CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON:

Title will appear on TV screen:



HAND CONTROLLER

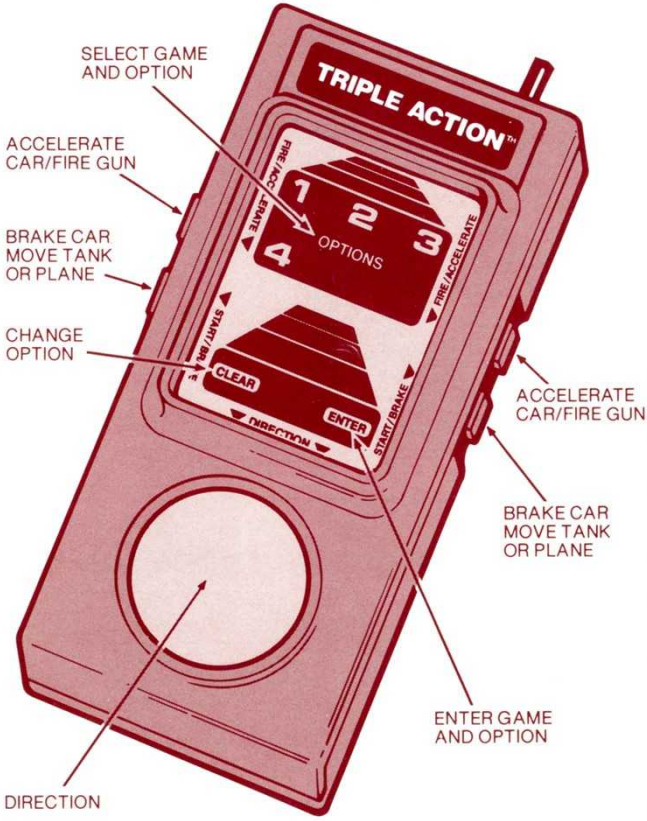
ADD OVERLAYS

Find the TRIPLE ACTION™ keypad overlay in the cartridge package with this booklet.

Remove Hand Controller from the console.

Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide in the TRIPLE ACTION games.

EXAMINE YOUR CONTROLS

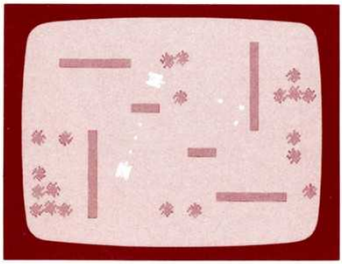


GETTING STARTED

When you see the TRIPLE ACTION title, press Disc or any button. The screen shows:

Press Game Number, then press ENTER.

BATTLE TANKS



THE OBJECT Outmaneuver and outshoot your opponent and score 15 points first.

STRATEGY Keep moving...take shelter behind walls (trees won't protect you)...figure the angles and distance, take aim and fire first. Watch out for bouncing shells, so you don't get hit yourself!

HOW TO PLAY • Choose one of these options, then press ENTER:

1 Long-range bouncing shells
2 Short-range bouncing shells
3 Long-range, non-bouncing
4 Short-range, non-bouncing

Each option requires a different battle strategy.

• Press either LOWER Action Button to make your tank move forward.

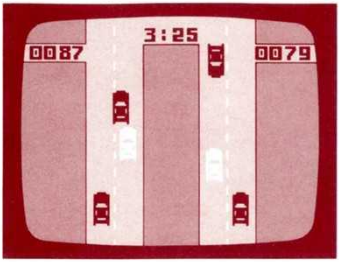
• Press edge of Direction Disc to steer your tank.

• To fire your cannon, press one of the TOP Action Buttons. (Note: You *can* be blown up by one of your own rounds when playing with game option #1 or #2, so be ready to get out of the way, fast!)

• Up to 3 shells from each tank can be visible at one time, and you won't be able to fire again until at least one of them disappears.

• The game is over when one tank scores 15 points.

CAR RACING



THE OBJECT To drive 100 "miles" in the fastest time.

STRATEGY Drive fast, but carefully. Watch out for road hogs, reckless drivers and other travelling fools!

HOW TO PLAY • Choose one option, then press ENTER:

1 "Normal" traffic
2 "Heavy" traffic

• Press either TOP Action Button to make your car move forward. Keep pressing button in to maintain top speed.

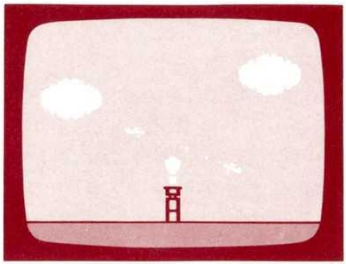
• Press either LOWER Action Button to brake (Note: it takes a while to get your car stopped, so don't tailgate!).

• Press left or right side of Direction Disc to change lanes.

• Crashes cost you time, so drive defensively.

• The game is over when odometers read 100.

BIPLANES



THE OBJECT Score 15 points first, by shooting down your opponent's plane or the ascending balloon...and by *not* crashing your own plane!

STRATEGY Keep your plane flying under control to get more shots at the balloon when it goes up...use cloud cover and aerial skill to outmaneuver your opponent during "dogfights".

HOW TO PLAY: • Choose one of these options, then press ENTER:

1 Short-range bullets

2 Long-range bullets

• Take off by pressing either LOWER Action Button *and* the top edge of Direction Disc.

• Don't make your plane climb too fast, or you'll stall and crash. If you start to lose altitude, press bottom of Disc to head nose down — so you can gain speed and stability.

- To fire at the ascending balloon or your opponent's plane, aim at the target and press either TOP Action Button.
- You can do loops, dive, even fly upside down — as long as you maintain enough "airspeed" to have flying control. Use the cloud cover and daredevil flying to force your opponent into making mistakes!
- The game is over when one plane scores 15 points.

FULL 90-DAY WARRANTY ON SUPER VIDEO ARCADE

For 90 days from the date of purchase, Sears will repair this TELE-GAMES SUPER VIDEO ARCADE CARTRIDGE, free of charge, if defective in workmanship.

WARRANTY IS AVAILABLE BY SIMPLY RETURNING THE TELE-GAMES SUPER VIDEO ARCADE CARTRIDGE TO THE NEAREST SEARS STORE IN THE UNITED STATES.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SEARS, ROEBUCK AND CO.
BSC 41-3, Sears Tower,
Chicago, IL 60684

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to TELE-GAMES,® Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289_____sets	HOCKEY	1114-4289_____sets
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GOLF	1816-4289_____sets	TRIPLE ACTION	3760-4289_____sets
BASKETBALL	2615-4289_____sets	STAR STRIKE	5379-0920_____sets

Amount enclosed_____ **Total sets ordered**_____

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TELE-GAMES®
ELECTRONIC GAMES

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from Sears TELE-GAMES.

Sears